

Category	Question	Correct
Rule 9	Prior to the snap or free kick, no coaches are allowed in the restricted area. Once the ball is live, a maximum of three coaches are allowed in the restricted area.	B
Rule 2	A live ball is always in possession of a team, but not always in possession of a player.	A
Rule 2	No live ball foul ever causes the ball to become dead.	A
Rule 2	Kicks end when the ball touches the ground or any player.	B
Rule 8	Both free kicks and scrimmage kicks that are not scoring attempts are always dead as soon as the ball breaks the plane of Team R's goal line.	A
Rule 6	R is the only team that can catch or recover a free kick and advance.	A
Rule 1	When properly placed, the pylon is inbounds at the intersection of the sideline and the goal line.	B
Rule 3	When the game clock goes to 0:00 and a player is in possession of a live ball, covering official should immediately sound the whistle, as the ball is dead when time runs out in a period and a down is in progress.	B
Mechanics	The Touchdown signal should be given by an official while stationary and standing on the goal line. NO official should give the touchdown signal while running down the field.	A
Rule 3	Any individual standing inside the team box may call for a charged team timeout.	B
Rule 3	When the clock is stopped for an officials timeout due to an injured player, both teams can only use an "outside the 9-yard mark" conference.	A
Rule 3	A player who exhibits signs, symptoms, or behaviors consistent of a concussion may be allowed to stay in the game if his head coach says it's okay.	B
Rule 3	B40 is running toward his sideline, attempting to leave the field since he is the 12th player. Covering official should let the snap go off, but throw a flag for Illegal Substitution if B40 does not make it to his sidelines before the snap.	A
Rule 4	When the ball hits the pylon, it is considered to be inbounds in the field of play.	B
Rule 4	Team A's runner runs down the sideline. As he nears the goal line, he reaches the ball out. While he remains inbounds, and in contact with the ground, the ball first crosses the sideline, and then crosses the goal line extended. This is a touchdown.	A
Rule 6	When the ball is kicked on a free kick, R45 is beyond his team's free kick line, meaning he is closer than ten yards from where the ball was kicked. Covering officials should throw a flag, but let the play continue.	B
Rule 6	Anytime K catches or recovers a free kick, covering officials should blow the whistle and stop the clock, as the ball becomes dead immediately.	A
Rule 6	K10 touches a free kick before it crosses Team R's free kick line and before it touches any R player. Covering officials should mark the spot K10 touches the ball with a flag to indicate illegal touching.	B
Rule 6	K can catch or recover, and advance, a scrimmage kick—other than a try—only when the kick is caught or recovered in or behind the neutral zone.	A
Rule 6	K's kickoff lands on Team R's 3-yard line, and then bounces into Team R's end zone. This remains a live ball, and a bean bag is dropped at the 3-yard line.	B
Rule 6	K may bat, catch, muff, or otherwise touch a scrimmage kick in flight beyond the neutral zone when there is no Team R player in position to catch the ball.	A
Mechanics	Lateness in arrival is a cardinal sin in officiating. Game officials shall arrive at the site of a varsity game at least 90 minutes before the scheduled game time.	A
Rule 7	After the snapper has placed his hands on the ball, B99 jumps into the neutral zone while the quarterback is yelling signals before the snap. Covering officials should blow the whistle, throw the flag, and kill the play, since this is a dead-ball foul.	A
Rule 7	Team A's lineman is in a three-point stance, when he flinches (simulates the snap) before the snap. Covering officials should throw the flag only if the lineman's action causes any B player to encroach.	B
Rule 7	All Team A's players who participated during the previous down, along with all Team A's substitutes who enter during the subsequent dead-ball period, must be between the nine-yard marks, at least momentarily, prior to the ball next becoming live.	A
Rule 7	At the snap, Team A has 5 players in their backfield. This is not a foul for illegal formation.	B
Rule 7	At the snap, when Team A is not in scrimmage formation, they must have at least five players numbered 50-79 on the line.	A
Rule 7	After a huddle or any shift, one of Team A's players is allowed to remain in motion before getting set for one second.	B
Rule 7	All players—A or B—are allowed to throw a backwards pass.	A
Rule 7	Only backs and players numbered 0 to 49 and 80 to 99 are allowed to catch or recover, and advance, a backwards pass.	B
Rule 7	In order for an airborne player to complete a catch, he must first make contact with the ground inbounds with any part of his body, while in possession of the ball.	A
Rule 7	Eligible Team A's players include all players on the line numbered 0 to 49 and 80 to 99, and all players in the backfield.	B
Rule 7	Pass interference can only occur beyond the neutral zone.	A
Rule 7	Pass interference restrictions for Team A's players begin when the ball leaves the passer's hand.	B
Rule 7	There is no foul for pass interference when unavoidable contact occurs between two or more eligible receivers who are making a simultaneous, bona-fide attempt to move toward, catch, or bat a legal forward pass.	A
Rule 7	Ineligible Team A's players may advance beyond the expanded neutral zone on a legal forward pass that crosses the neutral zone, when the legal forward pass is touched by an eligible receiver.	B
Rule 7	Ineligible Team A's players have illegally touched a forward pass when they bat, muff, or catch the pass anywhere on the field, prior to the pass being touched by B.	A
Rule 8	During a two-point try, A34 fumbles at the B 3-yard line, and the ball is recovered by B49 at the B 5-yard line with only both of his feet touching the ground. The ball remains live and the down continues until the ball becomes dead by rule.	B
Rule 2	There are two ways a dead ball becomes live: legal snap or free kick.	A
Rule 2	The field of play is the area bounded by the end lines and the sidelines.	B
Rule 9	One difference between a personal foul and an unsportsmanlike foul is that a personal foul includes contact, while an unsportsmanlike foul involves behavior, but no contact.	A
Rule 9	Illegal helmet contact can only occur against a defenseless player.	B
Rule 9	In order for there to be a "horse-collar" tackle, the opponent must pull the runner down either backwards or sideways.	A
Rule 9	A chop block is legal if all players involved in the block are on the line of scrimmage at the snap, and the block occurs with the first movements of both blockers.	B
Rule 9	A player may legally block an opponent below the waist in an effort to tackle a runner or a player pretending to be a runner.	A
Rule 1	A player's pants are not required to cover their knees.	B
Rule 8	When ruling on whether a play results in a safety or a touchback, the official must answer the question, "Who put the ball into the end zone?"	A
Rule 8	Possession of a live ball in the opponent's end zone is always a touchback.	B
Rule 7	Illegal shift and illegal motion are live-ball fouls at the snap, while false start and encroachment are dead-ball fouls.	A
Rule 1	An official notices B75 has his t-shirt untucked and hanging below his waist during a dead ball period. The official instructs the player to tuck his shirt tail in and he does so quickly. B75 is still required to sit out one down.	B